Wheel of Fortune® Junior Edition is based on the television program Wheel of Fortune® produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. Copyright © ℗ 1989 Califon Productions, Inc. All Rights Reserved. Merv Griffin Enterprises did not write any of this program material and makes no representations as to its content.

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

Game Tek™
...we're into fun and Games!

GameTek is a trademark of IJE, Inc.
2999 North East 191 Street
North Miami Beach, Florida 33180 USA
© ℗ 1988 GameTek. All Rights Reserved.

Printed in Japan

NES-WJ-USA

Game Tek™

INSTRUCTION BOOKLET

Now you're "into fun and Games!" with GameTek™

We are the high-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows adapted especially for younger players. These are the games that kids and teens have been eagerly watching the rest of the family play. Now, they can play their own version...either with friends or alone against the computer.

GameTek's Nintendo version of Wheel of Fortune® Junior Edition is lively and challenging, just like the adult version and just like the television show the whole family loves. Juniors, now you can enter consonants, buy vowels, and solve puzzles without going bankrupt. The chance to win "cash" and an exciting "dream prize" is yours!

Official Nintendo Seal of Quality™

This official seal is your assurance that Nintendo® has reviewed this product and that has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Solve the puzzle on the game board by filling in the hidden letters. Each correct guess sends the beautiful blonde hostess to the board to turn over your letters. Then when you solve the puzzle, see her clap for you!

WHEEL OF FORTUNE®
Junior Edition

CONTENTS

How To Use The Controller 4
Setting Up The Game 6
How To Play
Round 1 8
Round 2 14
Round 3—The Speed-Up Round 15
Round 4 17
Message to Players 20
Hints On Game Play 21

HOW TO USE THE CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used.

If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.

If 3 players are competing, Player #1 and Player #3 share Controller 1 and take turns using it.

CONTROL PAD

Pressing the arrowed tips left or right scrolls the cursor:

a. left or right to stop on desired letters. You can even "wrap around" the ends by going past **END** to reach **A,** or scrolling to the left of **A** to reach **END.**

b. back and forth to make selections such as **1•2•3** or **YES•NO** or **SPIN•VOWEL•SOLVE.**

A, B BUTTONS

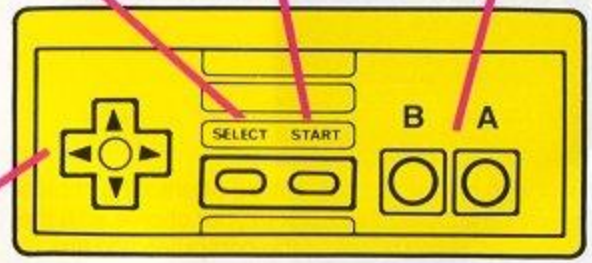
Either **A** or **B** can be used to:

a. lock in your selections of **letters, ←,** and **END.**

b. start the Wheel spinning after you have selected to **SPIN.**

SELECT BUTTON
Not Used

START BUTTON
Starts the Game



SETTING UP THE GAME

1. Players decide in advance who is to go first, second, etc.

2. Player #1, press the **START BUTTON** on your Controller when **PRESS START TO BEGIN** flashes on the screen.

3. Player #1, press the **CONTROL PAD** to the right to scroll the cursor to the number of players **(1•2•3)** in the game. Lock in that number by pressing the **A** or **B BUTTON.**

4. If you are playing alone or with one friend, you will be offered the choice **(YES•NO)** of playing against the computer. Lock in your choice with the **A** or **B BUTTON.** If you choose to play against the computer, you are

offered a choice of 3 skill levels. This skill level determines the computer's intelligence when guessing letters and solving puzzles. There is a great difference in the computer's intelligence from Level 1 to Level 3.

5. All players, enter your name, in turn, by scrolling the cursor left or right, or wrapping around the alphabet, using the left and right directions on your **CONTROL PAD.** Lock in each letter with the **A** or **B BUTTON.** When your name is complete scroll to **END** and lock it in with the **A** or **B BUTTON.** (In games against the computer, a name will be entered automatically when the computer player's turn comes on.)

HOW TO PLAY ROUND 1

1 The screen opens with the Wheel of Fortune board displaying the category. It could be: **PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE, THING, THINGS** or **FICTIONAL PERSON (Character).**

a. Blank boxes show the number of puzzle letters and puzzle words.

b. All players' names appear in order of play.

c. An arrow points to Player #1's name to start the game. The arrow moves to the other players' names as their turns come up.

2 Player #1, you are offered the choice of a flashing **SPIN** or scrolling the cursor to **VOWEL** or **SOLVE.** (Players usually elect to **SPIN** for the first few turns until several letters appear on the board.) You cannot buy vowels until you have at least $250 in your winnings column for the current round.

a. Your decision to **SPIN,** buy a **VOWEL,** or **SOLVE** the puzzle must be made quickly, as the timer (lower left of screen) is counting down to 00.

b. If you do not make a decision during the countdown, a buzzer sounds, signaling **OUT OF TIME.** Play passes to the next player.

3 CHOOSING TO SPIN:

a. Player #1, if you decide to **SPIN,** lock in the flashing **SPIN** with the **A** or **B BUTTON.**

b. The Wheel appears on the screen. To start the Wheel spinning, press the **A** or **B BUTTON.**

c. A moving horizontal bar (at the upper left of the screen) determines how fast the Wheel is to spin. Pressing the **A** or **B BUTTON** when the bar is short triggers a slow spin; when the bar is long, you get a fast spin.

d. During the spin, the value meter (at the upper right of the screen) shows the dollar values as they change. When the Wheel stops, the number on which it has stopped determines the value of the consonant you will be selecting during your turn. These

are the only exceptions:

1) If the wheel stops on **B (BANKRUPT),** you lose all your winnings for the current round.
2) If the wheel stops on **M (MISS A TURN),** you miss your *next* turn.
3) If the wheel stops on **+**, you get a **FREE SPIN,** which you can use during that turn or store and use when the game offers it back at any time during that round if you enter an incorrect letter or land on **M (MISS A TURN).**

4 ENTERING YOUR CONSONANTS:

Once the value of your letter is determined, the game directs you to **ENTER A CONSONANT.** Scroll right or left with your cursor to a letter and lock it in with the **A** or **B BUTTON.**

a. If the consonant is correct, its location lights up on the game board and the hostess turns over that letter. The value of the spin for that consonant is entered in your **$$$** column. (If that consonant appears twice in the puzzle, your winnings are doubled; if

three times, winnings are tripled, etc.) You then continue to spin.

b. If your consonant is incorrect, a buzzer sounds. The game screen announces **SORRY,** and play passes to the next player.

5 BUYING A VOWEL:

You may choose to buy a **VOWEL** as long as you have $250 in winnings in the round you are playing.

a. That $250 is deducted from your winnings whether that vowel is correct or not.

b. It is $250 regardless of how many times that vowel appears in the puzzle.

c. If you do not have $250, you will only be offered the choice of **SPIN** or **SOLVE.**

6 You may continue to **SPIN** and enter a consonant or buy a **VOWEL** until:

a. The letter you select is *not* in the puzzle.

b. The letter you select has already been guessed.

c. The wheel stops on **B** or **M.**
d. You enter a vowel after you have spun the Wheel for a consonant.
e. You give an incorrect solution to the puzzle.
f. Time runs out before you make your letter selection.

7 Player #2, when your turn comes up, the puzzle appears and the arrow points to your name. Use Controller 2 to take your turn, following the same procedure as Player #1.

8 Player #3, follow the same procedure as Players #1 and #2. Use Controller 1.

9 **SOLVING THE PUZZLE:**
During any of your turns, you may choose to solve the puzzle. Scroll the **CONTROL PAD** to **SOLVE** and lock it in with the **A** or **B BUTTON.**

The puzzle then appears at the lower half of the screen, with lines showing the missing letters. A flashing box indicates the line on which the first missing letter is to be entered. That flashing box moves to

each missing letter as you enter the previous one.

a. Scroll the cursor across the alphabet and lock in the letter. It will then appear in the flashing box.
b. When all the letters are filled in, scroll to **END** and lock in the completed puzzle.
NOTE: Speed is essential since the timer is counting down to 00; accurate spelling is also essential, for even *one* incorrect letter makes for a wrong answer.
c. If your solution is correct, the hostess will turn over the remaining blanks on the game board, then clap her hands to congratulate you.
d. If your solution is incorrect, play passes to the next player to **SPIN,** choose a **VOWEL,** or **SOLVE.**

HOW TO PLAY ROUND 2

1. A new puzzle appears and is noted in the ROUND Box at the lower right of the screen.
2. Round 2 is played the same as Round 1.
3. All players' winnings from Round 1 are transferred from their **$$$** column to the **TOTAL** column, which keeps a cumulative total throughout the entire game.
4. Player #2, you get to start Round 2.

HOW TO PLAY ROUND 3— THE SPEED-UP ROUND

1. The wheel spins automatically to start the round. The value on which it stops is the amount of money each consonant will be worth for that round. (Vowels do not have any dollar value, but may be selected to help solve the puzzle.)
2. Player #3 (or Player #2, if only 2 players are competing), you start the round. You do not have to spin. Simply scroll the cursor to a consonant or vowel.
   a. A correct consonant sends the hostess to the puzzle to turn the letters on the board, and the value (see #1 above) is entered in your **$$$** column.
   b. A correct vowel is turned on the board by the hostess, but no money is added to your winnings.
3. After each correct guess, **ATTEMPT TO SOLVE** flashes on the screen.
4. You are given a timed countdown to decide if you want to solve the puzzle.
   a. If you want to solve the puzzle, press the **A** or **B BUTTON** during the

countdown, then follow steps outlined in Round 1, Step 9, **SOLVING THE PUZZLE.**

b. If you do not wish to solve the puzzle, let the time run out. The round will continue with the next player.

5 At the end of Round 3, all players' total winnings are transferred to their **TOTAL** column. The player with the highest total gets to play Round 4.

HOW TO PLAY ROUND 4

1 If you are the winner, your name appears on the screen. You are offered your choice of a prize to play for: stereo equipment, ten-speed bikes, TVs and VCRs, shopping sprees and choices of vacations. As each prize appears, you are asked if you want a new prize.

a. Locking in a **YES** with the **A** or **B BUTTON** changes to a different prize.

b. Locking in a **NO** stops the board on the prize shown.

2 You are then shown the category and the blank game board, and are asked to choose 5 consonants and 1 vowel. Scroll the cursor first to the

consonants, then to the vowel, locking in each selection with the **A** or **B BUTTON.** Do this quickly, for this is a timed countdown.

3 The hostess then turns over any of your 6 letters that appear in the puzzle. You are given a timed countdown to figure out the answer. Enter each missing letter as its box flashes, locking in each with the **A** or **B BUTTON.** Scroll to **END** and press **A** or **B** to lock in your completed answer.

4 If your answer is correct, the hostess turns over the letters on the board. The screen then announces the prize you have won. If your answer is incorrect, you can continue to guess and enter different letters in the flashing boxes until you guess the correct answer or until the timer runs out. In either case, the missing letters are revealed on the game board to show the puzzle solution.

MESSAGE TO PLAYERS

1. This cartridge uses a program which will randomly access the puzzles. At the end of play, the entire puzzle file is cleared and made available for future play. This is very much like shuffling a deck of card after each game. Puzzles are selected at random by the computer, so although there are over 1,000 puzzles (places, things, people events, etc.), repetition will occur.

   If repetition does occur and you wish to reshuffle the file, press the **RESET** button. This will initiate a new game and reshuffle all the puzzles in this file.

2. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens a portion of the image may be blocked out.

HINTS ON GAME PLAY

1. Correct spelling is essential when solving a puzzle. We recommend that you check the screen for all the letters you entered *before* you scroll the cursor to **END** and lock in your answer.
2. You can "erase" letters you may have entered incorrectly by scrolling the cursor to the ←, the correction symbol, and locking it in with the **A** or **B BUTTON.**
3. Each time you guess a letter (correctly or incorrectly), that letter is eliminated from the alphabet on the screen.
4. When all consonants have been placed in the puzzle and only vowels are still missing, that information is flashed on the screen, and you can move only to **VOWEL** or **SOLVE.**
5. A numeral 1 (or 2 or more) appearing on the scoreboard between your **$$$** and **TOTAL** columns is a reminder for you of the number of **FREE SPINS** you have accumulated.
6. A boxed arrow ← on the scoreboard moves from name to name, indicating the player whose turn it is.
7. A **BANKRUPT** stop on the wheel applies *only* to winnings in the current round. Previous rounds' winnings are not affected and stay on the scoreboard under the **TOTAL** column.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.
It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
"How to Identify and Resolve Radio—TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.
2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.
3. Never attempt to open or take apart the Game Pak.
4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.
5. Be certain that the Control Deck **POWER SELECTOR** is turned off when inserting or removing the Game Pak cartridge.

LIMITED WARRANTY

GameTek, Inc. warrants to the original purchaser of this GameTek software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This GameTek software program is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this program. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any GameTek software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the GameTek software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMETEK SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Jeopardy!® and Jeopardy!® Junior Edition are based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. © ® 1987, 1988 Jeopardy Productions, Inc. All Rights Reserved.

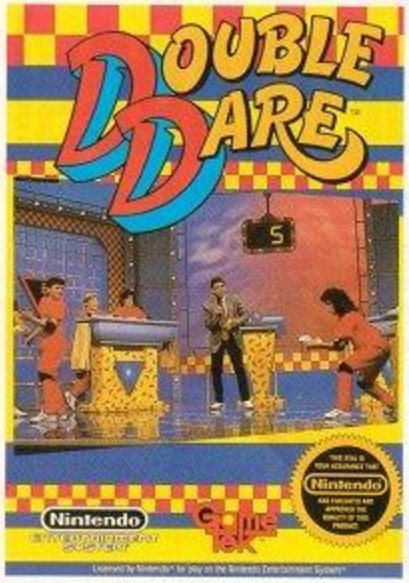
Look For These Other Exciting Games From GameTek™

JEOPARDY!®

Junior Edition

Be the first to press the buzzer and the cash is yours! This terrific video game, like its adult version, is based on the hit TV show, but here, the questions are designed with kids to teens in mind. It's got the subjects they love, with questions they can answer. An exciting fun time!

Look For These Other Exciting Games From Game Tek™

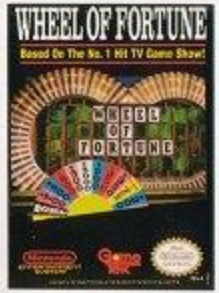


Double Dare™

The kids' TV game show that has taken the country by storm debuts on Nintendo. Kids get to test their minds on subjects from rock to rocks, then test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action and Double Fun!

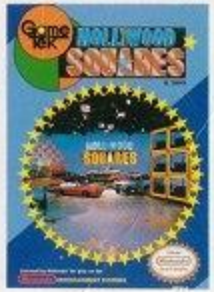
Double Dare™ © 1988 MTV Networks. Double Dare is a trademark owned and licensed for use by MTV Networks, a division of Viacom International, Inc.

Wheel of Fortune® is based on the television program produced by Merv Griffin Enterprises, a Unit of Columbia Pictures Entertainment, Inc. © ® 1987 Califon Productions, Inc. All Rights Reserved.
Hollywood Squares™ © 1986, 1989 Century Towers Productions. All Rights Reserved.
GameTek™ is a trademark of IJE, Inc. © 1987 IJE, Inc. All Rights Reserved.



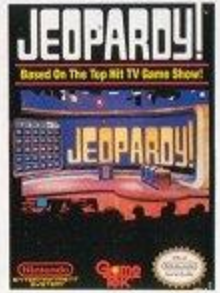
WHEEL OF FORTUNE®

The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the hostess reveal the words. Hours of family fun!



HOLLYWOOD SQUARES™

It's tic-tac-toe with a high-tech twist! Agree or disagree with the celebrities and their outrageous answers. Win "big bucks"!



JEOPARDY®

With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

00112